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Lin

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(54) **SYSTEM AND METHOD FOR TAKING AND SHARING PHOTOGRAPHS IN A PHOTO KIOSK**

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H04N 5/232 (2006.01)

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CPC ***H04N 1/00307*** (2013.01); ***H04N 1/00137*** (2013.01); ***H04N 1/00145*** (2013.01); ***H04N 1/00156*** (2013.01); ***H04N 1/00164*** (2013.01); ***H04N 1/00177*** (2013.01); ***H04N 1/00188*** (2013.01); ***H04N 1/00289*** (2013.01); ***H04N 5/23206*** (2013.01)

(58) **Field of Classification Search**
CPC H04N 5/23206
USPC 348/207.1, 207.11
See application file for complete search history.

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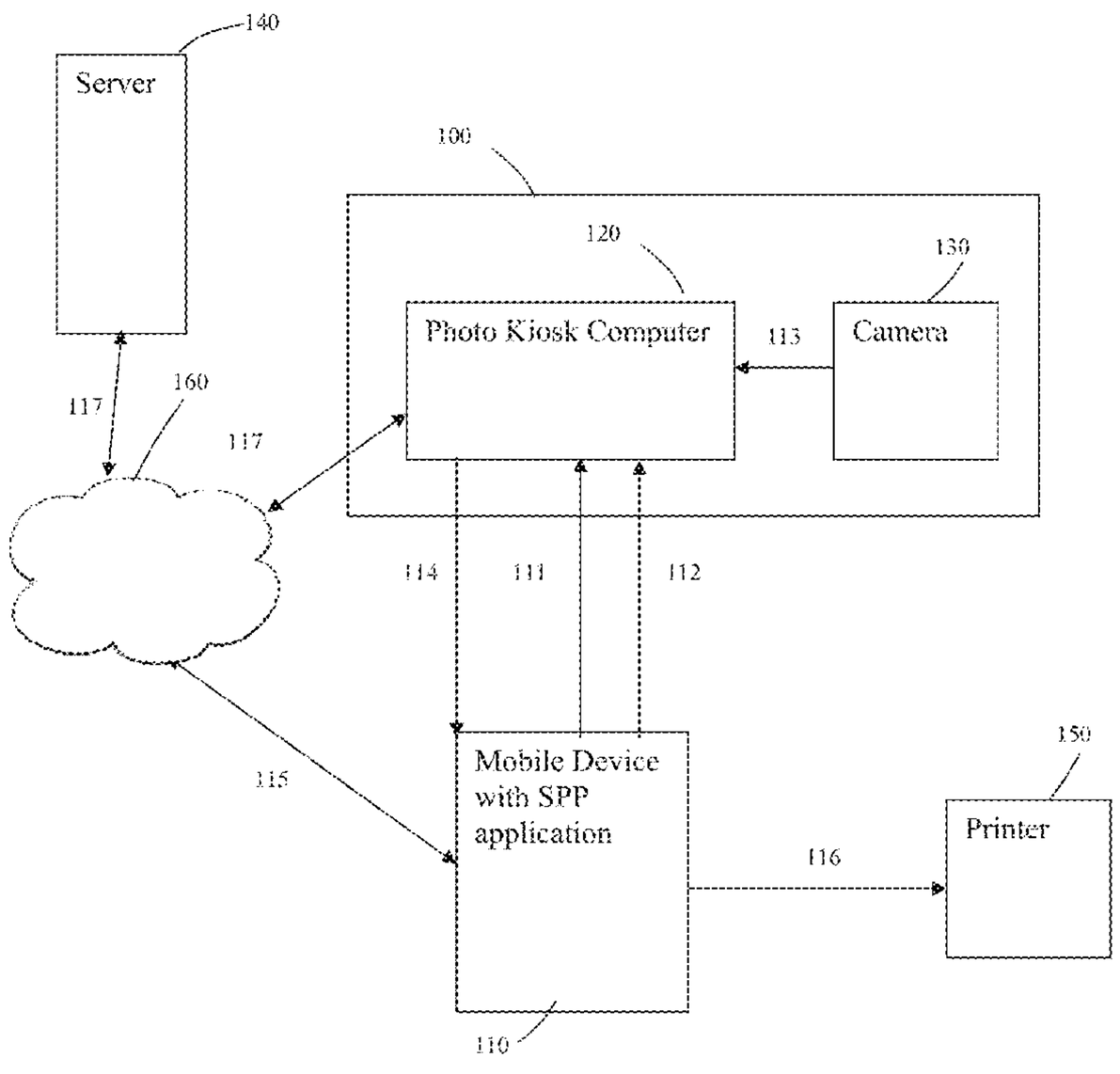
(57) **ABSTRACT**

A system and a method for taking photographs in a photo kiosk and sharing the photographs with others using a mobile device loaded with a specialized application. When the user is in the vicinity of a photo kiosk, the mobile device wirelessly connects with the photo kiosk. The user's mobile device is used to take pictures by triggering the camera's shutter using the application on the mobile device. The mobile device retrieves the pictures taken by the user from the photo kiosk during the user's session and presents them to the user. The user may select photos to share with others through email, social media, a public stream, or other known means, or may add photos to the user's profile. Photos may be edited, deleted, tagged, or printed using a wireless printer.

19 Claims, 13 Drawing Sheets



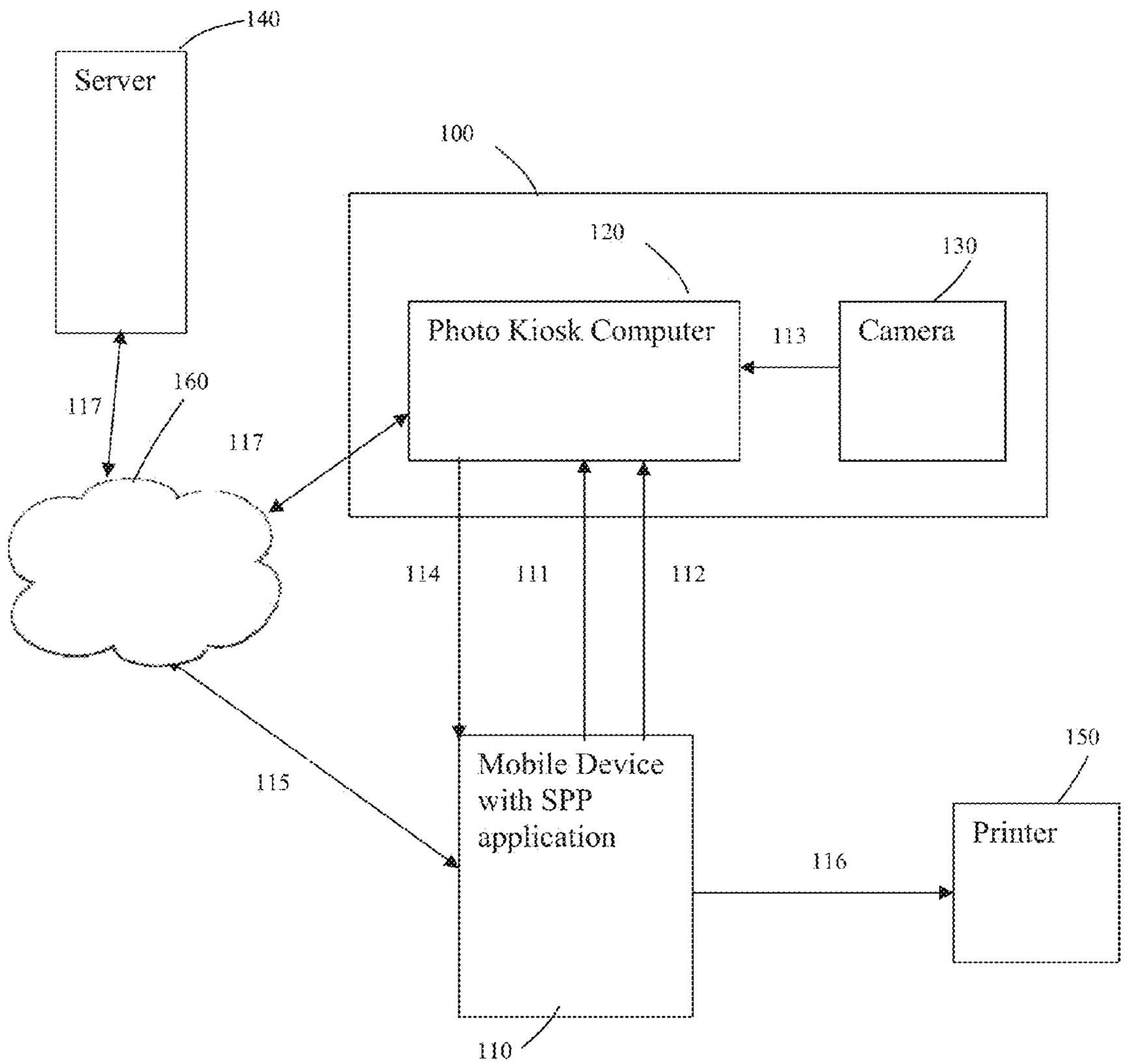

140
Server
100
120
130
Photo Kiosk Computer
113
Camera
117
160
117
114
111
112
115
Mobile Device with SPP application
150
Printer
116
110

FIGURE 1

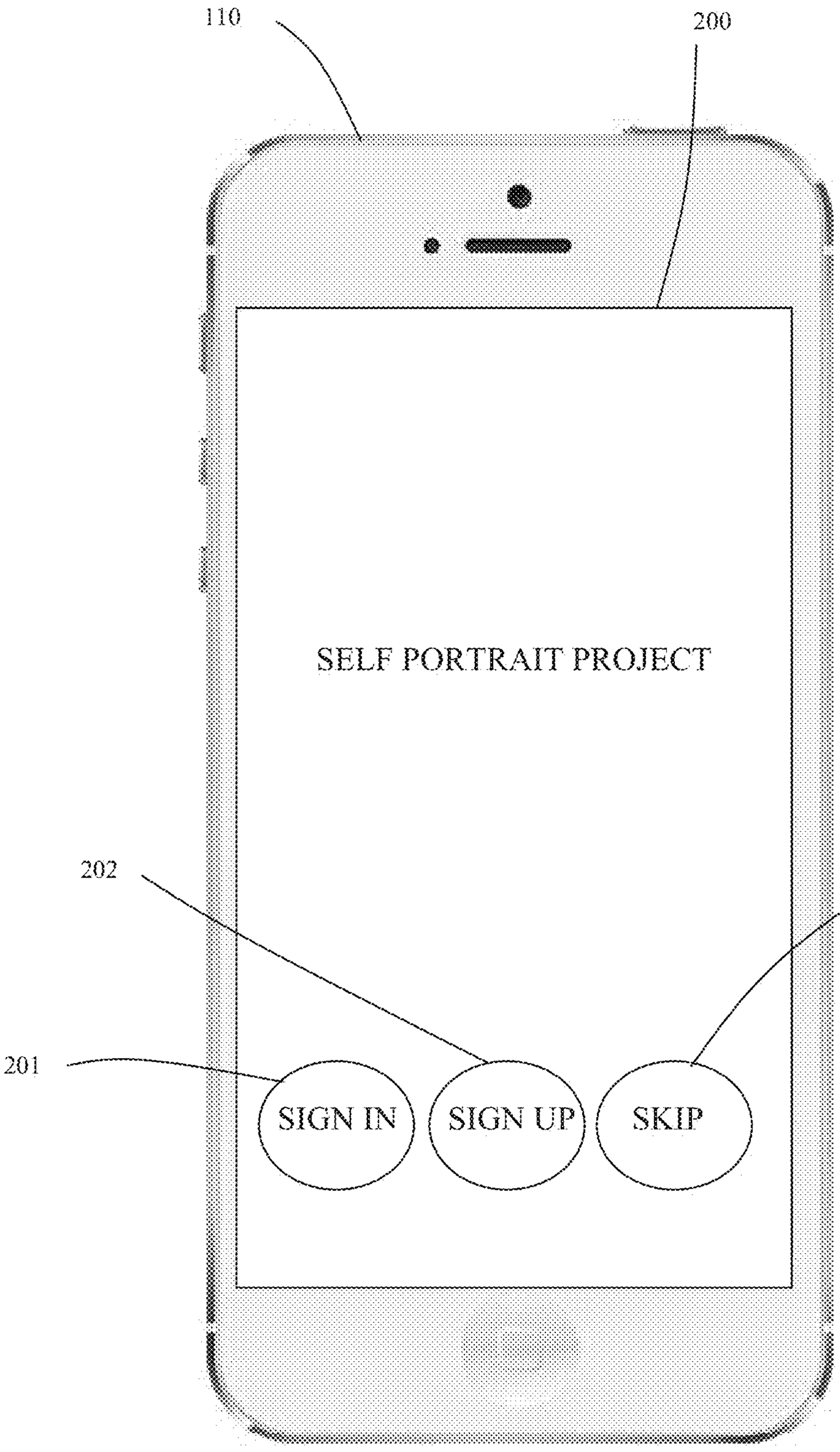

110
200
SELF PORTRAIT PROJECT
202
203
201
SIGN IN
SIGN UP
SKIP

FIGURE 2

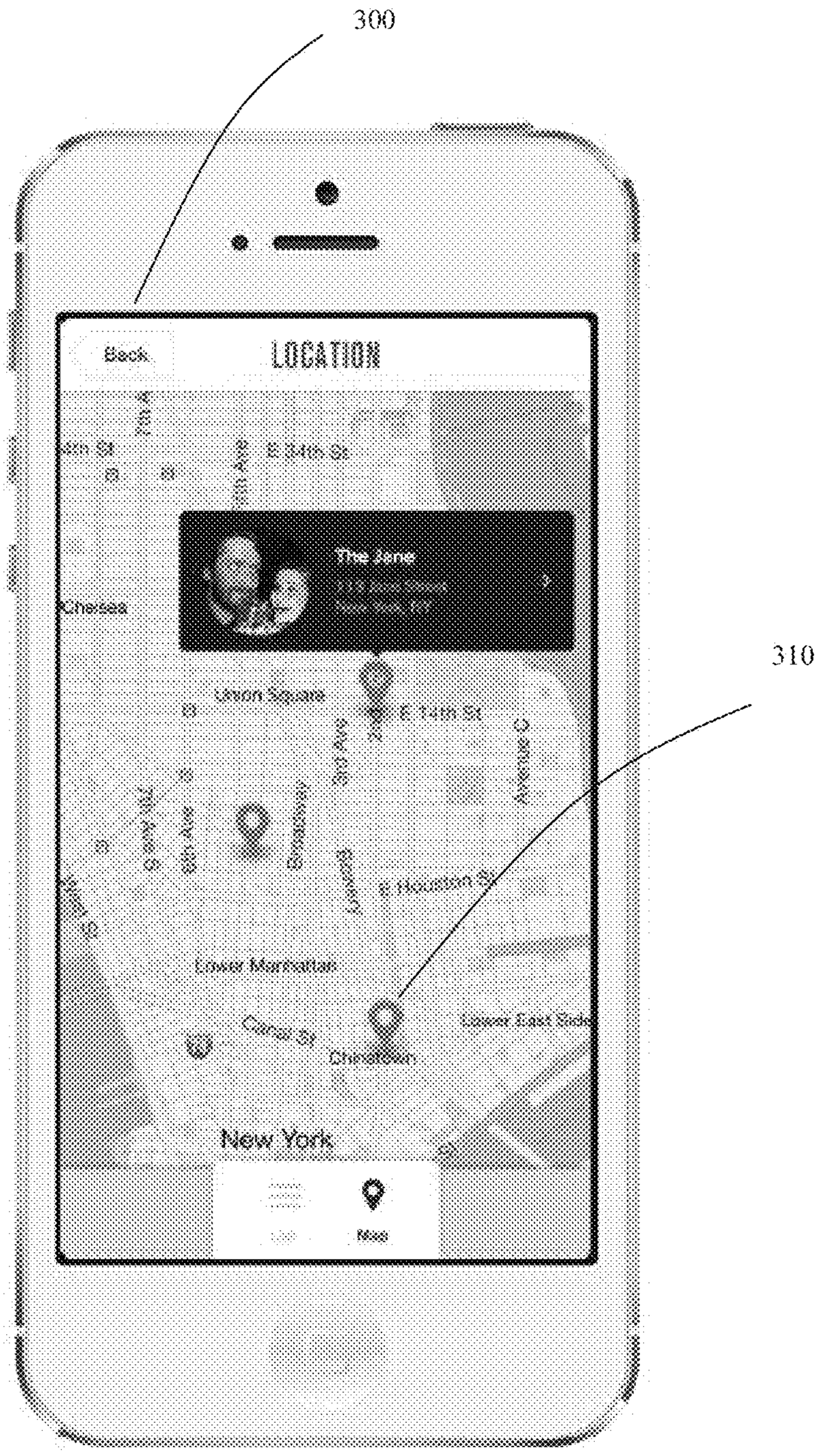

300
Back
LOCATION
E 34th St
The Jane
Chelsea
Union Square
E 14th St
Greenwich Village
Chinatown
E Houston St
Lower Manhattan
Canal St
Lower East Side
Chinatown
New York
310

FIGURE 3

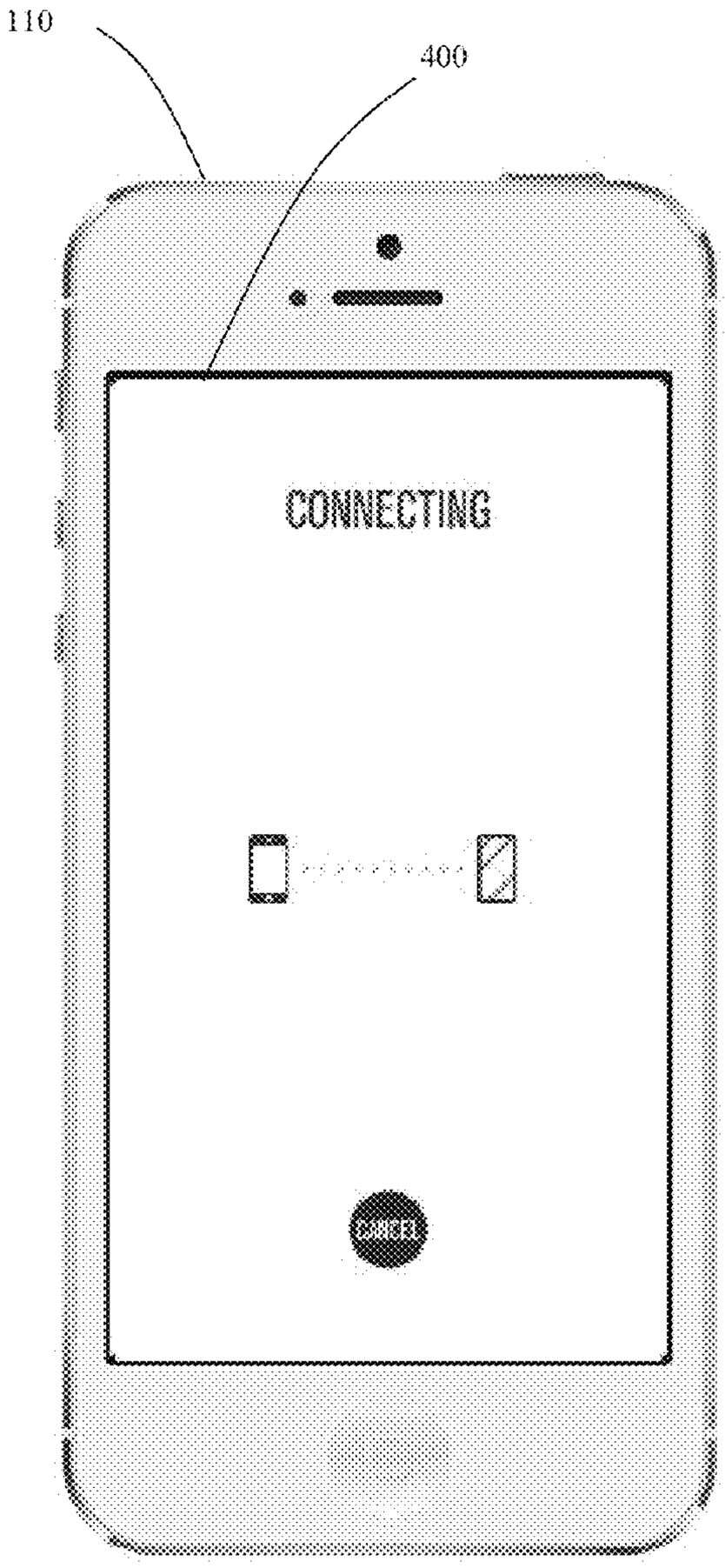


FIGURE 4A

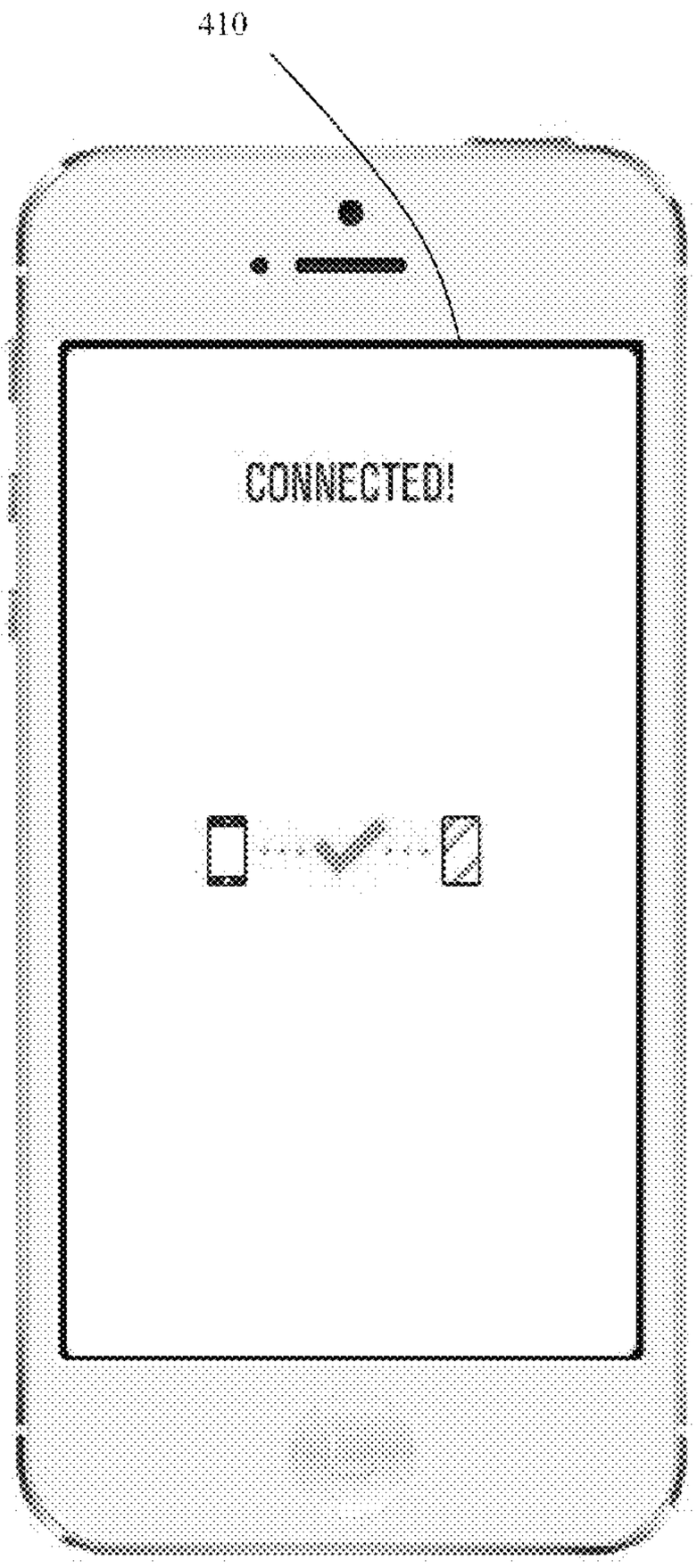


FIGURE 4B

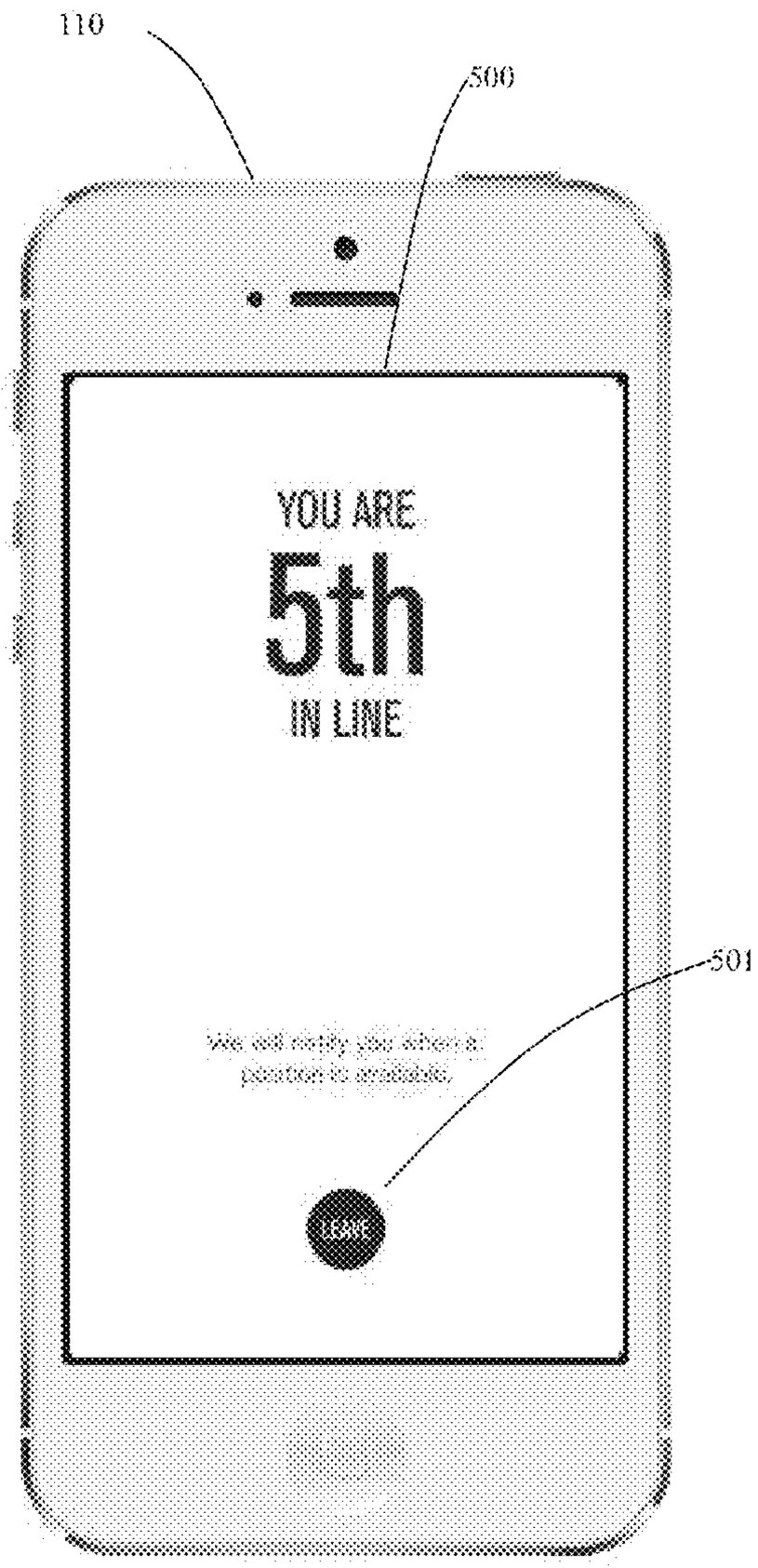


FIGURE 5A

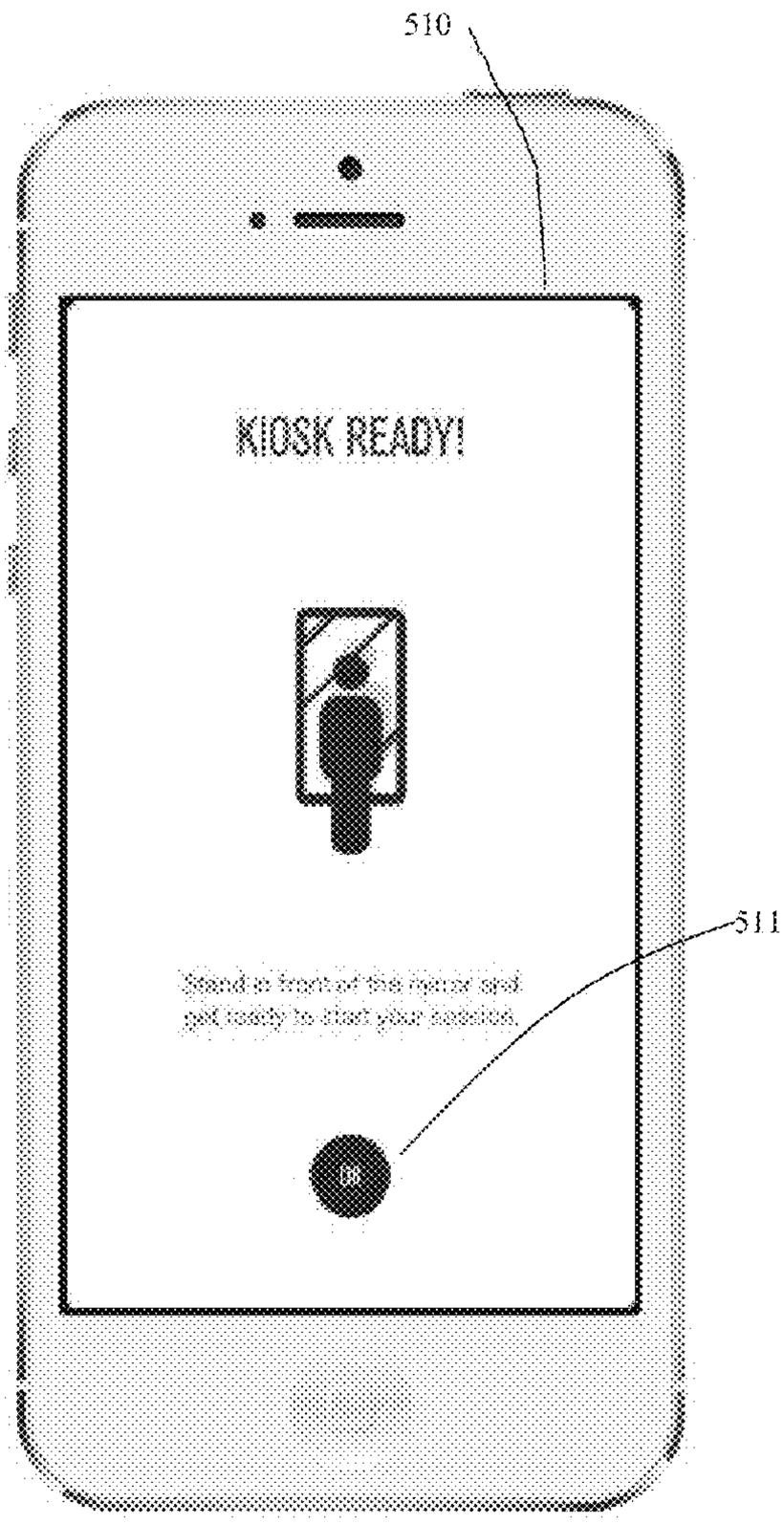


FIGURE 5B

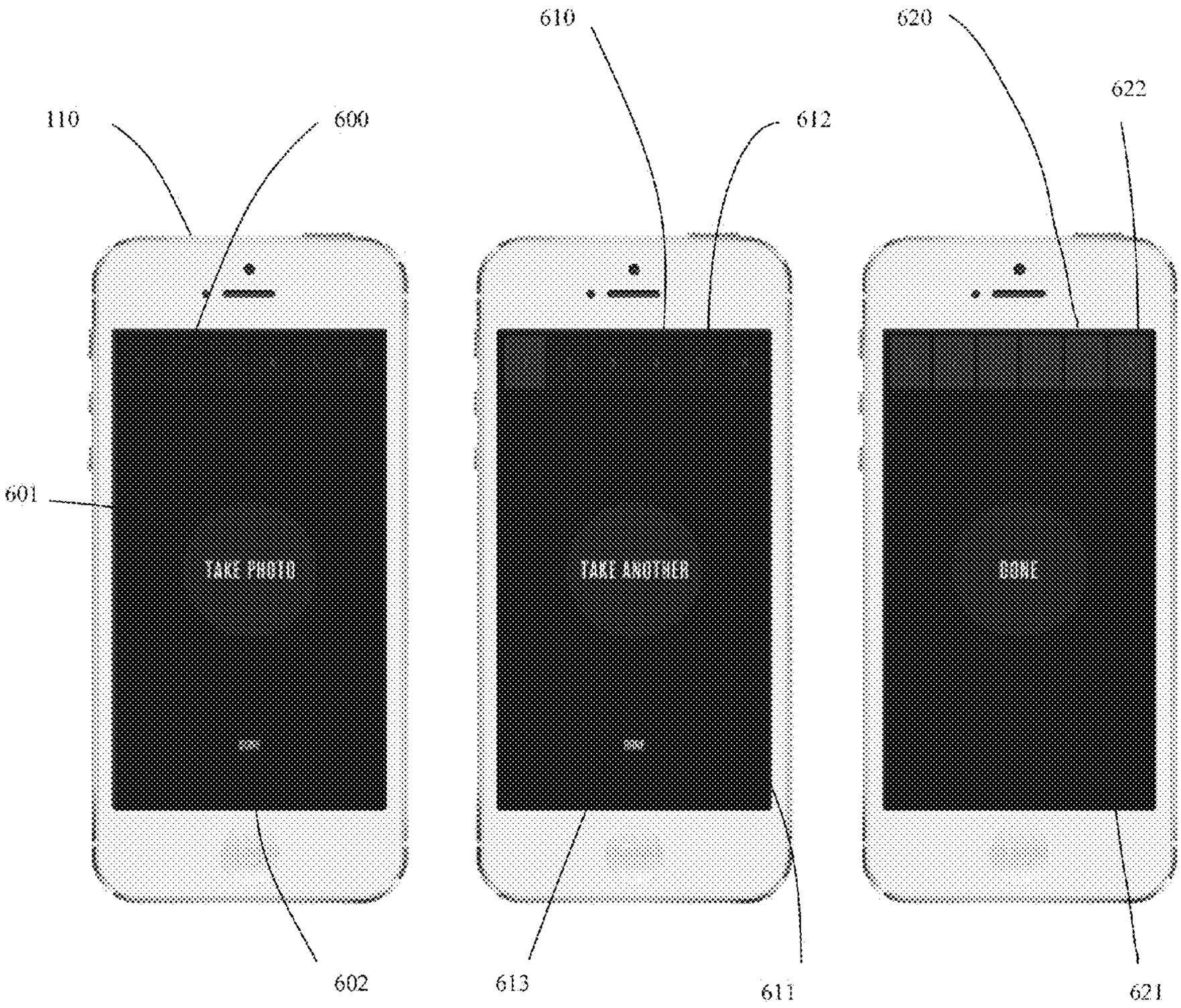


FIGURE 6A FIGURE 6B FIGURE 6C

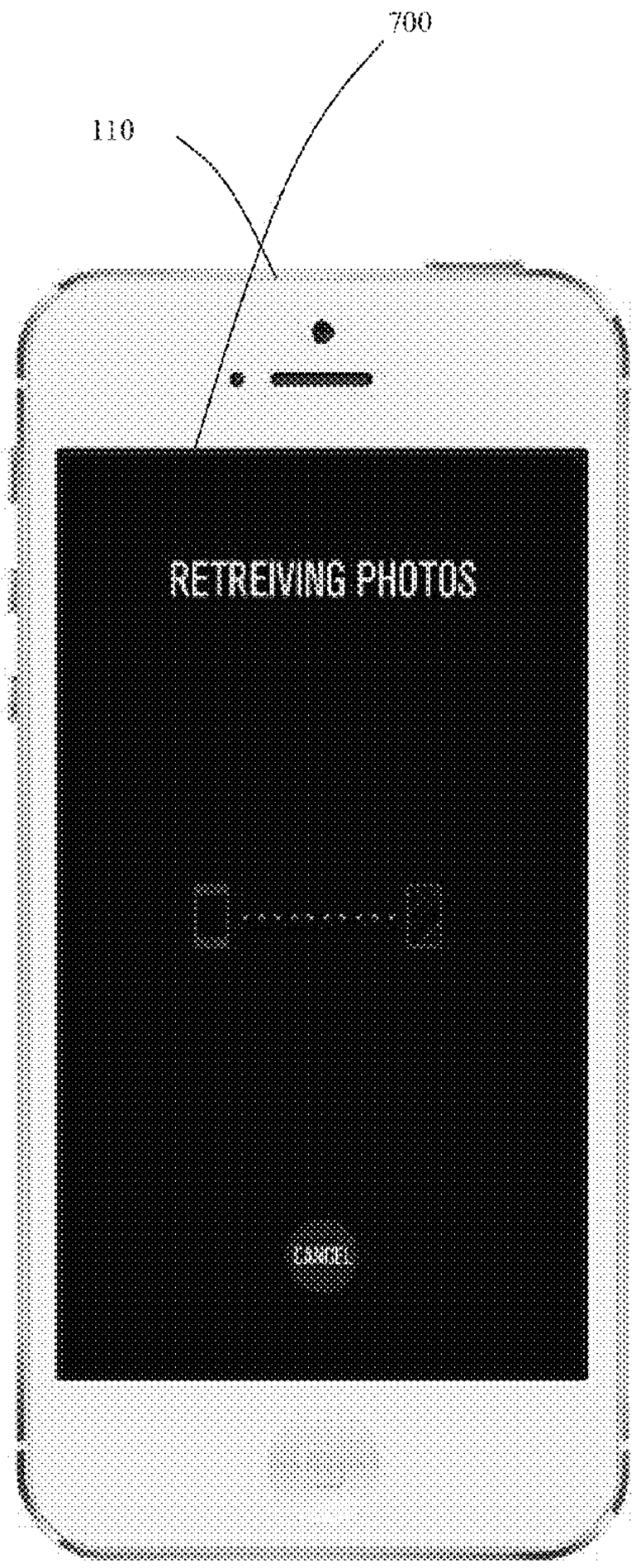


FIGURE 7A

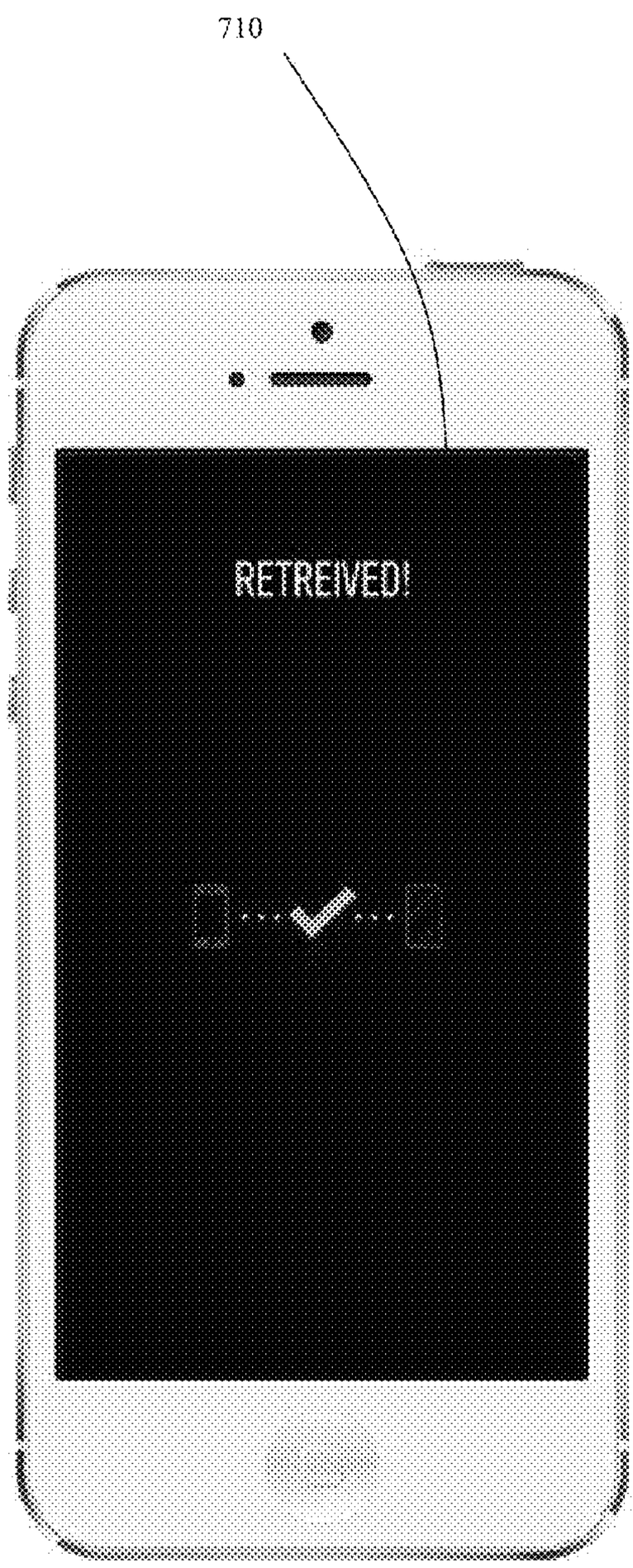


FIGURE 7B

FIGURE 8A

FIGURE 8B

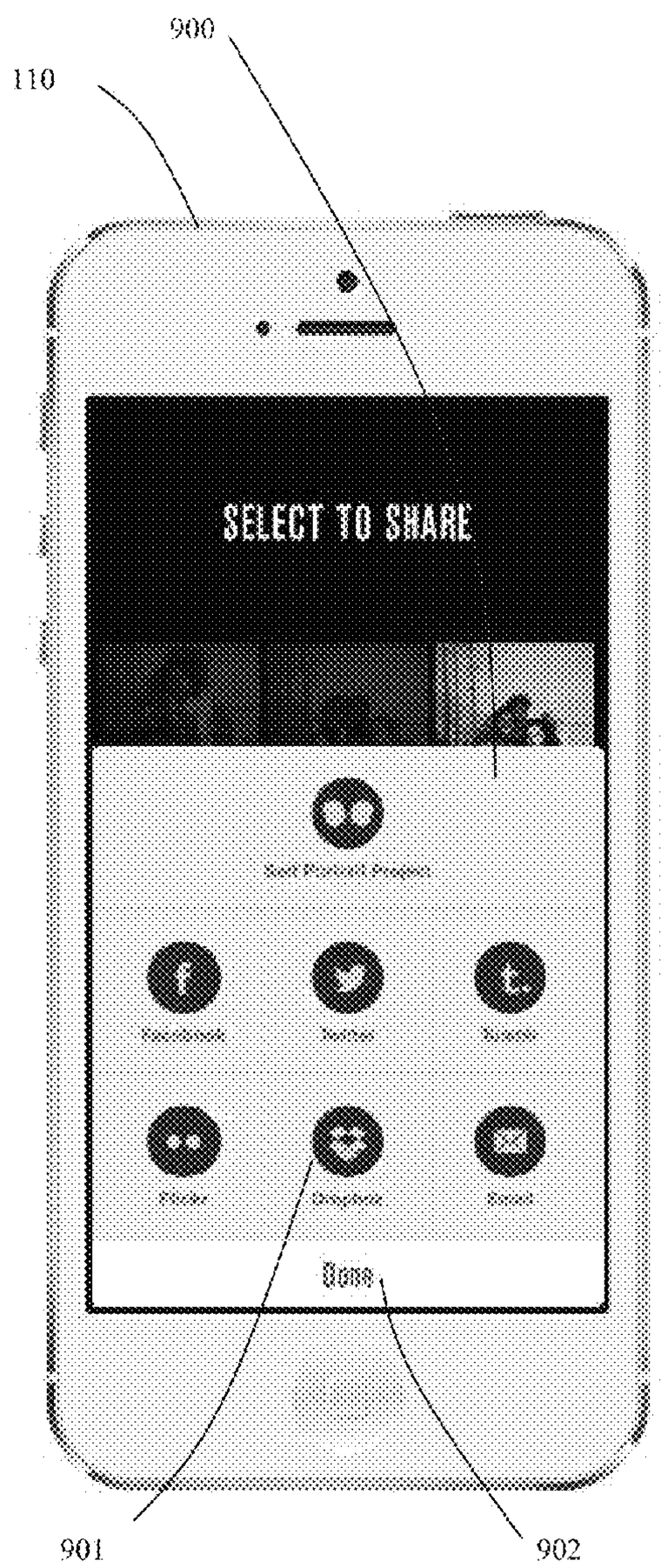


FIGURE 9A

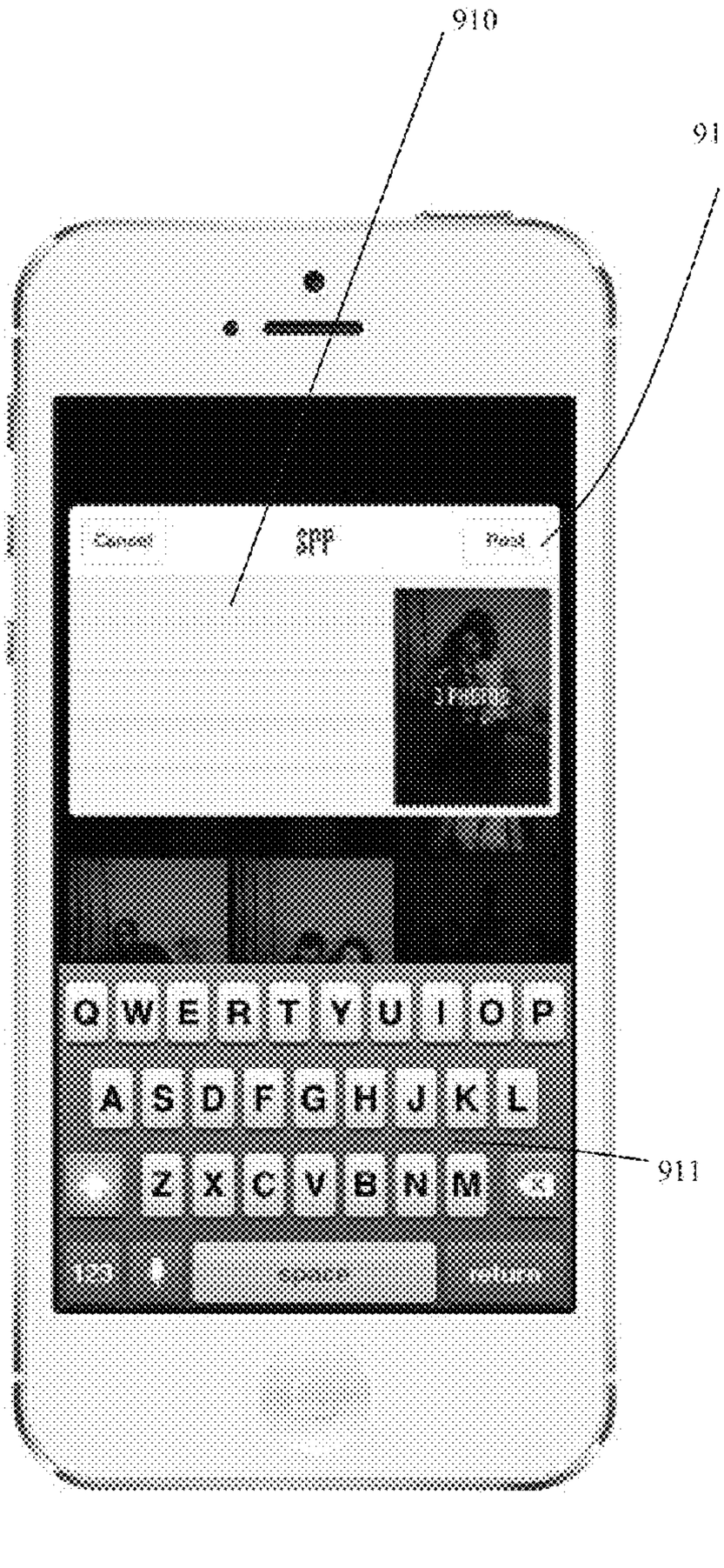


FIGURE 9B

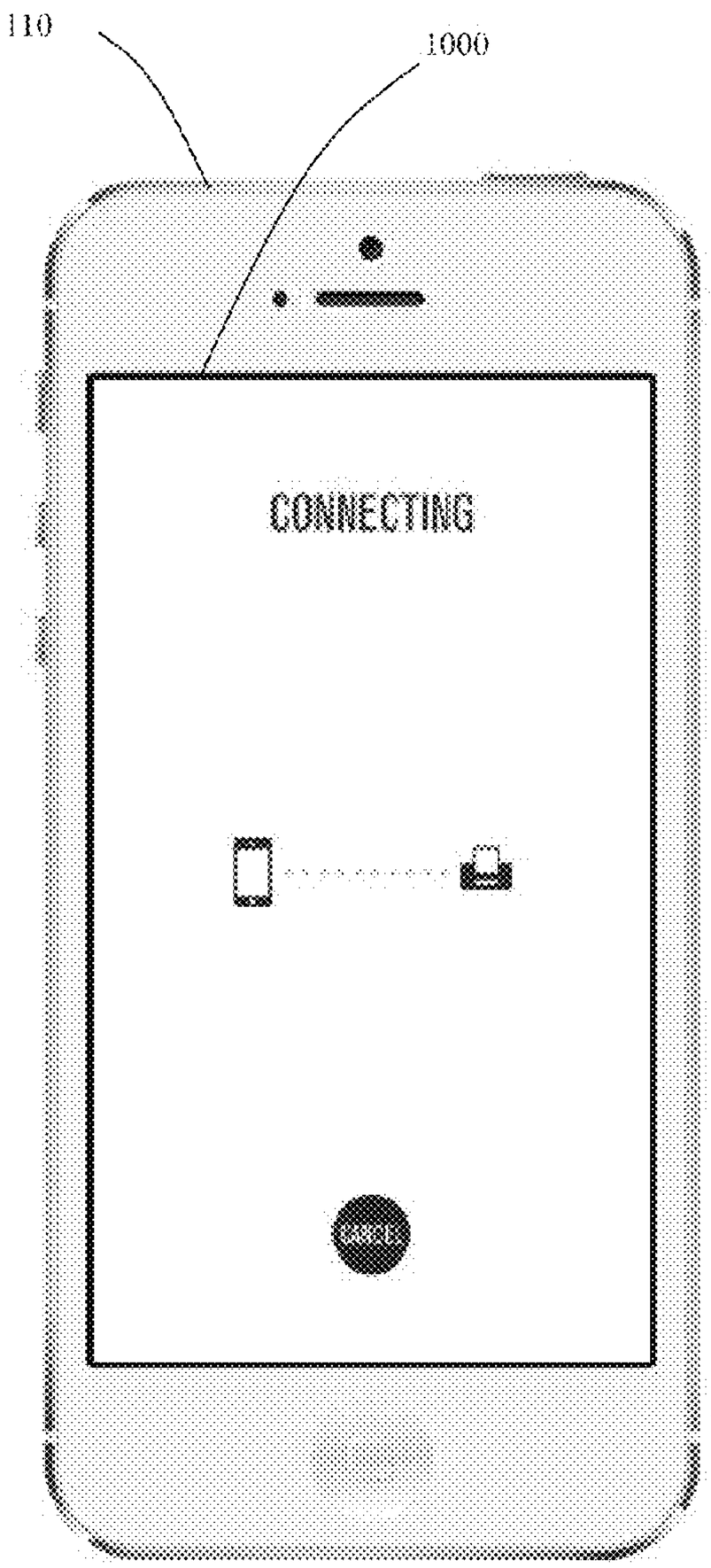


FIGURE 10A

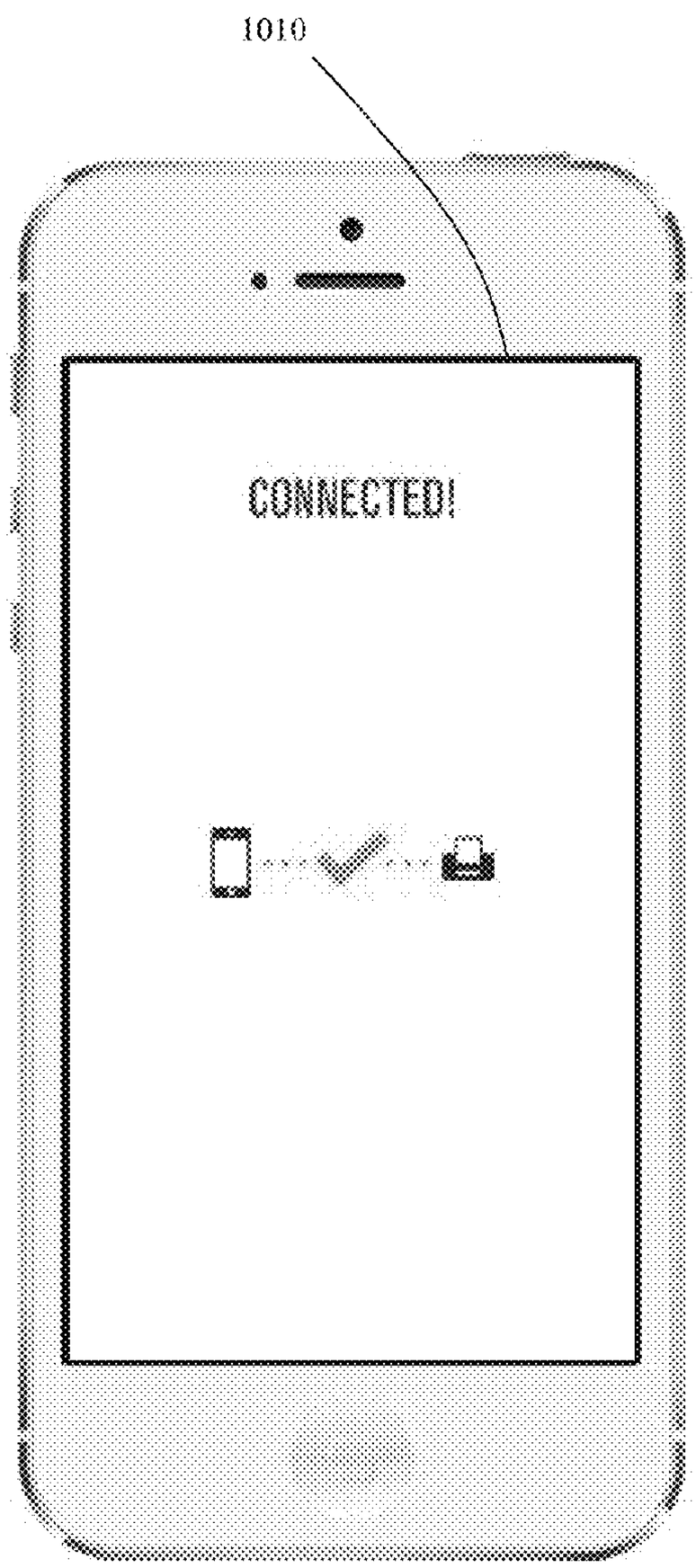


FIGURE 10B

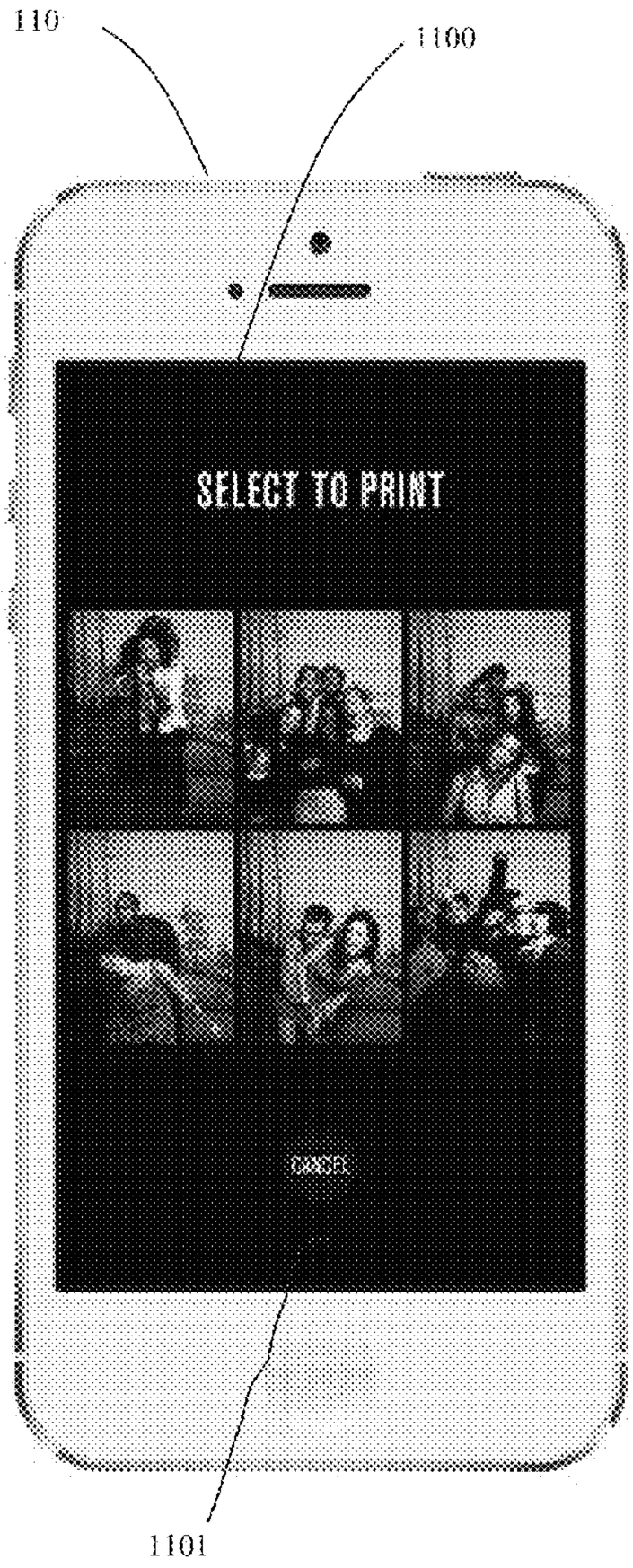


FIGURE 11A

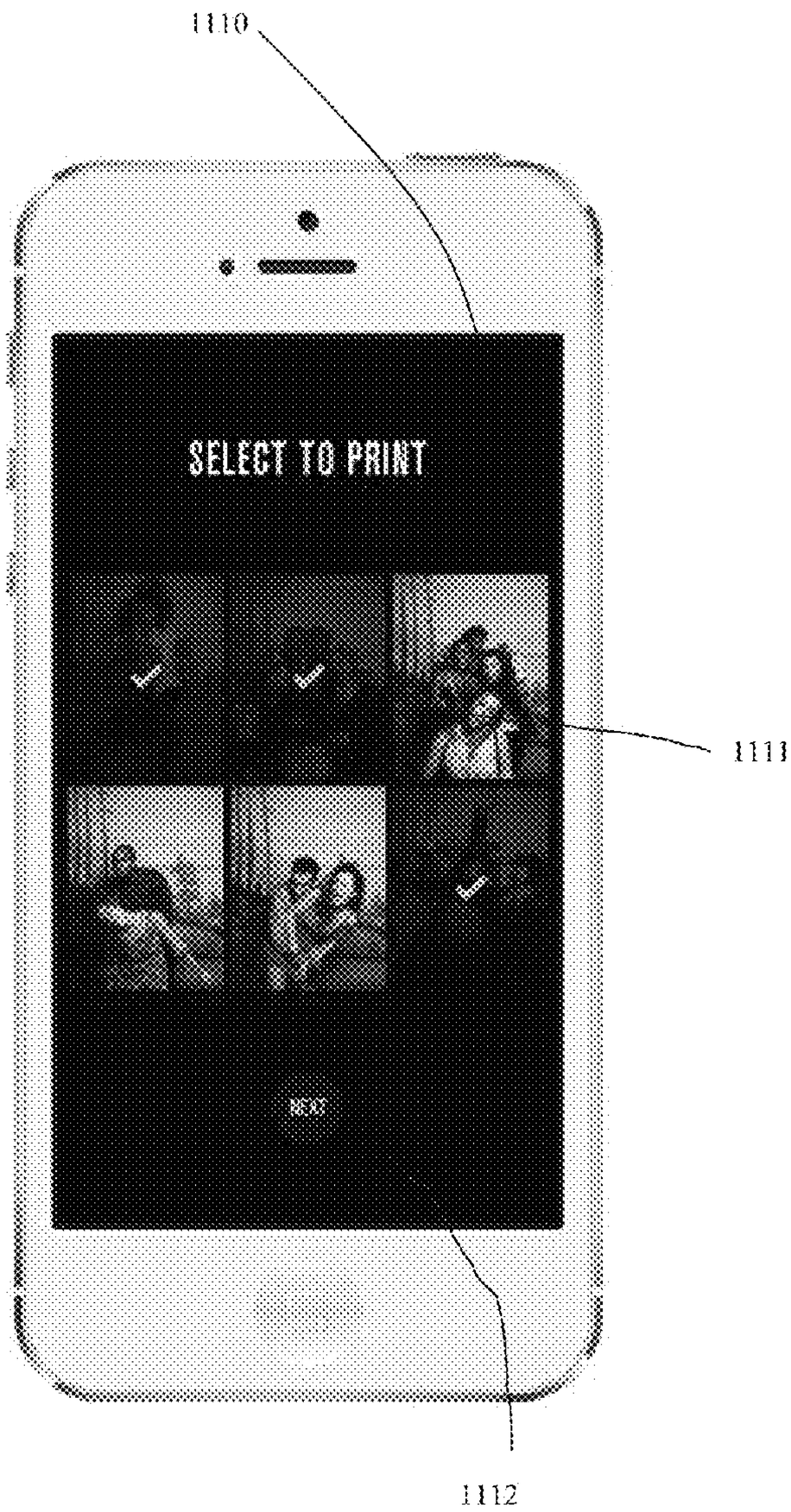


FIGURE 11B

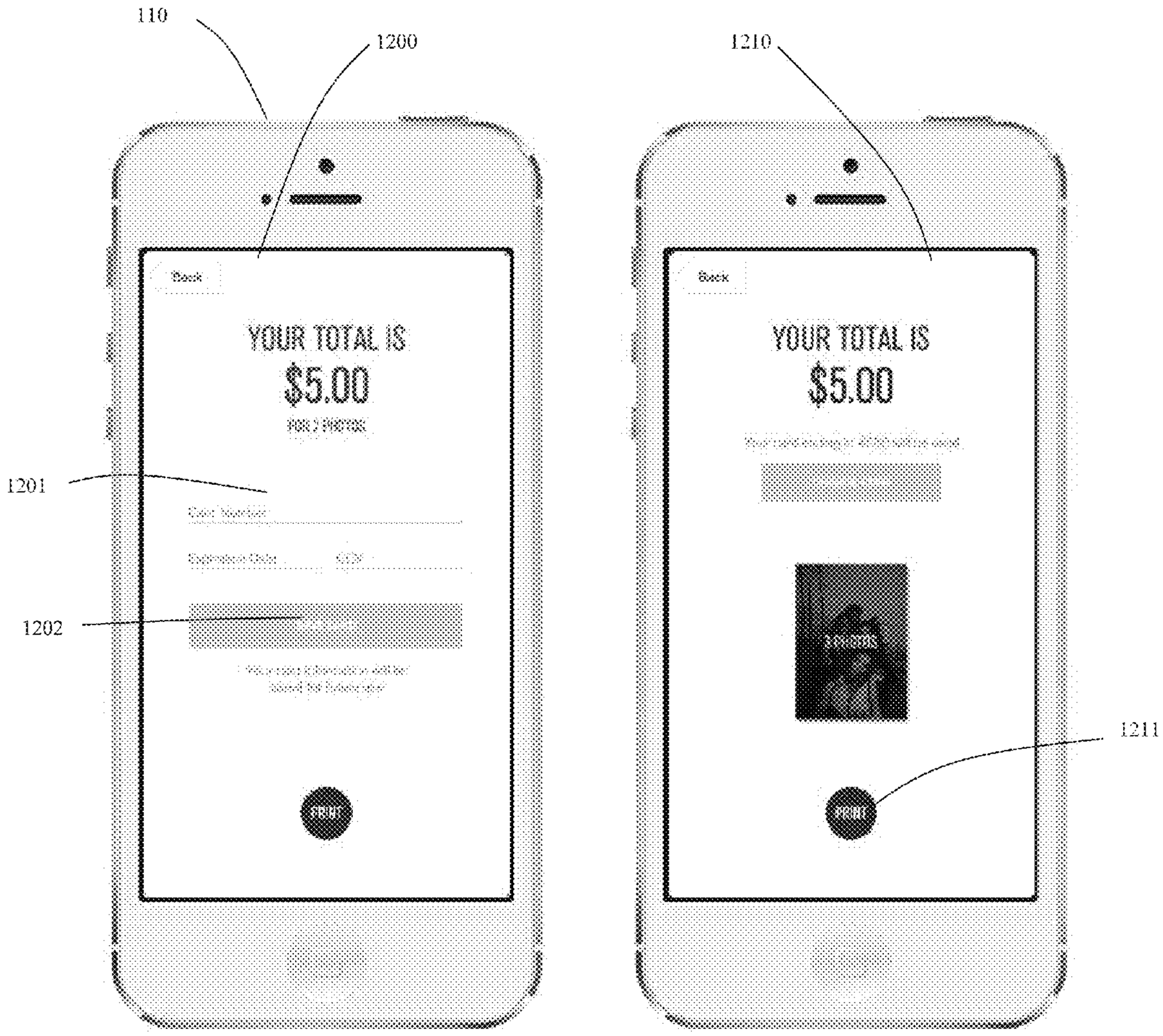


FIGURE 12A

FIGURE 12B

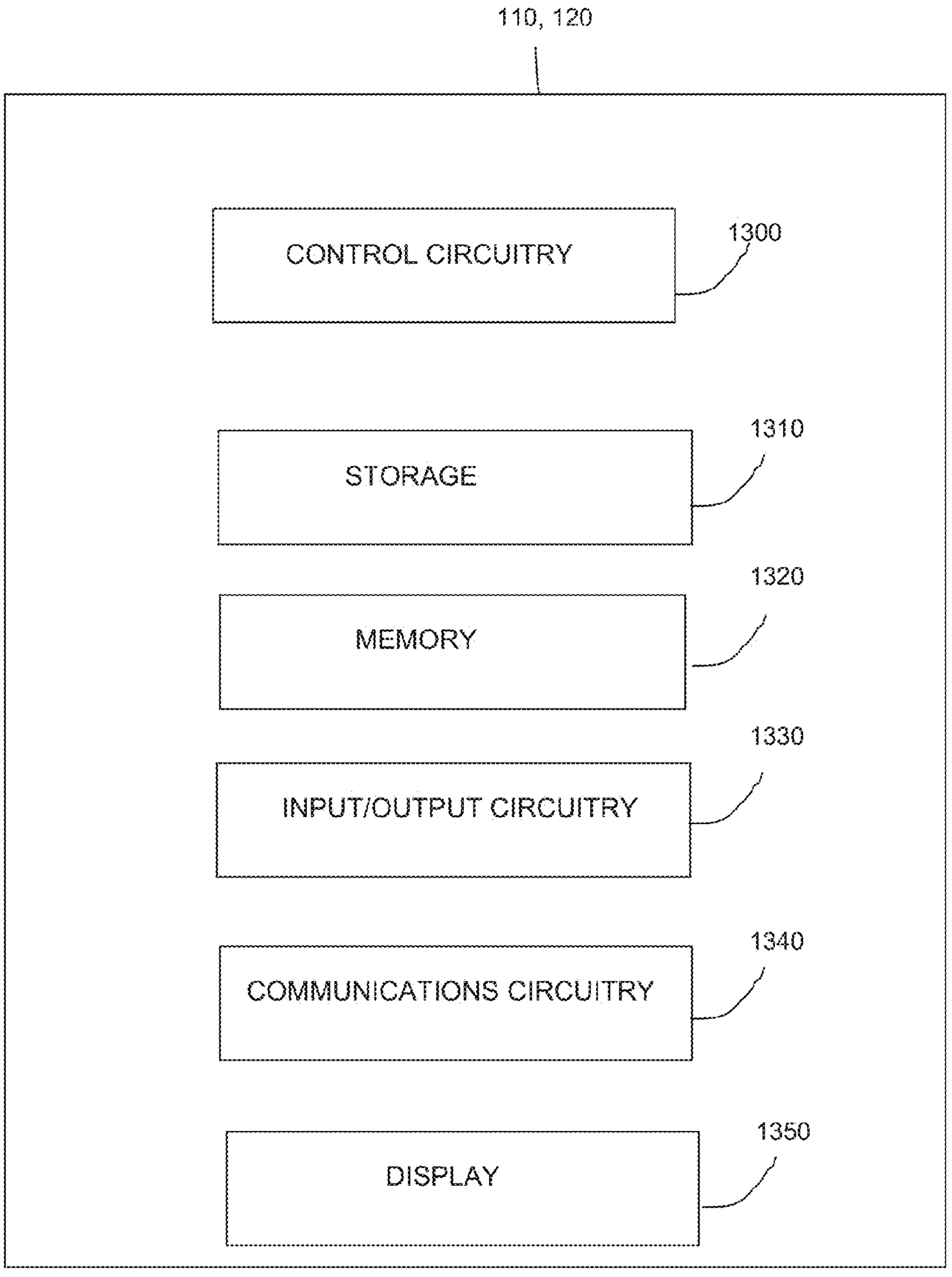

110, 120
CONTROL CIRCUITRY
1300
STORAGE
1310
MEMORY
1320
INPUT/OUTPUT CIRCUITRY
1330
COMMUNICATIONS CIRCUITRY
1340
DISPLAY
1350

FIGURE 13

SYSTEM AND METHOD FOR TAKING AND SHARING PHOTOGRAPHS IN A PHOTO KIOSK

FIELD OF THE INVENTION

The present invention generally relates to systems and methods for operating a photo kiosk and disseminating digital photographs taken thereby.

BACKGROUND OF THE INVENTION

Photo kiosks where users can take pictures of themselves and print them out known since the 1800s. The camera in a typical photo kiosk is triggered after a count-down timer or following an alert, such as a beep or tone. The camera shutter is not triggered at the precise moment chosen by the user. Moreover, once the photo is taken, sharing photos captured at photo kiosks is cumbersome. Photo booths where the picture can be printed are known, but users now desire to share photos electronically though the Internet.

SUMMARY OF THE INVENTION

The present invention makes it possible to use a mobile device to connect wirelessly to a computer associated with a photo booth, also known as a photo kiosk, control the computer to trigger the camera's shutter to take photographs, download the photographs to the mobile device, and edit and share the photographs with others. In accordance with one aspect of the present invention, a user downloads a software application, herein referred to as the Self Portrait Project ("SPP") application to a mobile device. Using the SPP application, the user creates an account or signs in with an existing account, preferably though a social media account.

According to one embodiment, SPP compliant photo kiosks are connected to the Internet, and a user may locate these photo kiosks through the Internet. When the user is in the vicinity of a SPP compliant photo kiosk, the mobile device may wirelessly connect with the photo kiosk using Bluetooth, the cloud or other known means. The SPP application on the user's device informs the user whether the mobile device is connected to the photo kiosk, whether the photo kiosk is available for use, or, if not, when the photo kiosk will be available. When the photo kiosk is available, the user may enter the kiosk and take pictures by triggering the camera's shutter using the SPP application.

The mobile device can directly retrieve the pictures taken by the user from the photo kiosk during the user's session and present them to the user. The user may select photos to share with others through email, social media, a public stream, or other known means, or may add photos to the user's profile. Photos may be edited, deleted tagged, or printed using a wireless printer.

BRIEF DESCRIPTION OF THE DRAWINGS

For the purposes of illustrating the present invention, there is shown in the drawings a form which is presently preferred, it being understood however, that the invention is not limited to the precise form shown by the drawings in which:

FIG. **1** depicts an overview of the photo kiosk and the overall operation of the SPP application on the mobile device;

FIG. **2** depicts the cover screen of the SPP application on a mobile device;

FIG. **3** depicts a map showing the locations of photo kiosks;

FIGS. **4**A and **4**B depict the mobile device connecting to a photo kiosk;

FIGS. **5**A and **5**B depict the mobile device obtaining a place in line at a photo kiosk and the notifying the user that the photo kiosk is ready for the user;

FIGS. **6**A, **6**B and **6**C show the interfaces for controlling the kiosk camera's shutter;

FIGS. **7**A and **7**B depict the mobile device downloading the user's photos;

FIGS. **8**A and **8**B depict the interfaces whereby a user may choose photos to be shared;

FIGS. **9**A and **9**B show a user sharing photos;

FIGS. **10**A and **10**B depict the mobile device connecting to a printer;

FIGS. **11**A and **11**B depict the interface whereby a user may choose photos to print;

FIGS. **12**A and **12**B show a user paying for printed photos; and

FIG. **13** illustrates exemplary embodiments of a kiosk computer and a mobile device.

DETAILED DESCRIPTION OF THE INVENTION

Referring now to FIG. **1**, there is seen a first embodiment of the present invention in which a user's mobile device **110** connects wirelessly to a computer **120** associated with a photo booth **100**, also known as a photo kiosk. As further described below, the user can use her device **110** to control the triggering of a shutter in the photo kiosk's camera **130** to take photographs. Using the wireless connection, the user can download the photographs to the mobile device **110**, and edit and share the photographs with others from the mobile device **110**. As appreciated by those skilled in the art, the photo kiosk **100** includes a housing that contains the computer **120** and the camera.

In one embodiment, the user's wireless device **110** loaded with the SPP application sends data **111** to the photo kiosk computer **120** loaded with photo kiosk software to initiate a wireless connection between the wireless device **110** and the computer **120**. In response, the computer **120** connects the wireless device **110** to the computer **120**.

When the user initiates the taking of a photograph using the SPP application on the mobile device **110**, the mobile device sends data **112** to the kiosk computer **120**, causing software on the kiosk computer **120** to trigger the shutter on the camera **130**. The camera **130** sends the photographs **113** to the kiosk computer **120** preferably by a wired connection, such as a USB connection. Following the application of any filters, which may adjust characteristics of the photographs, such as color saturation and contrast, the computer **120** sends the photographs **114** wirelessly to the mobile device **110**. The user may then share **115** the photographs with other users through the Internet **160** using social media, email or other electronic communication means.

In one embodiment, the user has an SPP account on a central server **140**. The user can upload her photos to the central server **140** either from her mobile device **110** or directly from the computer **120**. As appreciated by those skilled in the art, server **140** can be considered a "cloud" with respect to the user and her device **110**. The cloud can actually be comprised of several servers performing interconnected and distributed functions (e.g., web interfaces,

storage . . .). For the sake of simplicity in the present discussion, only a single server **110** will be described. The user can connect to the server **110** via the Internet **160**, a telephone network (e.g., wirelessly through a cellphone network) or other suitable electronic communication means. In this embodiment, the user's photographs can be stored on the server **140** as well as be shared via the communication channels described above. FIG. **1** also illustrated that the photo kiosk computer **120** is connected to the server **140** via the Internet **160**. This connection can be used to transfer data, photographs and billing information related to a user's use of the photo kiosk **100**.

The user may optionally wirelessly connect **116** to a printer **150** and send pictures to the printer **150** for printing. Although not illustrated in FIG. **1**, the printer **150** may be part of the kiosk **100** and the user can print her photos directly from her device **110**, use her device **110** to control the kiosk computer **120** to print the photos, or use control on the kiosk to control the computer **120** to print the photos.

As shown in the FIG. **2**, the user's mobile device **110** is loaded with the SPP application with a home screen **200**. The user may sign into the SPP application by selecting "sign in" **201** or sign up for an account using an email account or social media, account, such as Facebook or Twitter, by selecting "sign up" **202**. As described above, using the "sign up" button establishes a connection to the server **140** where the user can create an account. If the user selects the "sign-in" button **201**, she is preferably connected to the server **140** and logged into her account as described above. The user may also use the "skip" button **203** to browse the SPP Stream (described below), or browse the archive of public Self Portrait Project photos, without signing into her account.

Referring now to FIG. **3**, the SPP application may present a map to the user showing the locations of photo kiosks in an area chosen by the user or in the proximity of the user. The locations of the kiosks may be stored in the SPP application itself and periodically updated from the server **140**, or may be retrieved in real-time directly from the server **140**. The SPP application also identifies the closest kiosk based in the user's current location, using a location function in the device **110**. Upon selection of an icon **310** on the kiosk map, the SPP application may present information regarding the selected kiosk, including a description of the kiosk and its location, directions to the kiosk, and photos that have been shared by users at that kiosk.

Referring now to FIGS. **4**A and **4**B, the SPP application attempts to connect to a kiosk computer **120** wirelessly, such as through Bluetooth, or other known wireless technology. The SPP application indicates when the mobile device **110** is attempting to connect **400** to a kiosk computer and when that connection is successful **410**.

As illustrated in FIGS. **5**A and **5**B, upon a successful connection to the kiosk computer **120**, the SPP application presents a screen **500** informing the user of her place in line at that kiosk. Should the user decide to leave the kiosk, the user may touch "LEAVE" **501** to relinquish her place in line. When the kiosk is ready to accept the user, the SPP application presents a screen **510** so informing the user, which the user acknowledges by selecting "OK" **511**.

When the user enters the photo kiosk **100** and positions herself in front of the camera **130**, the user is ready to take pictures of herself and perhaps others whom she has invited into the kiosk **100**. As shown in FIGS. **6**A, **6**B and **6**C, the SPP application provides the user with the ability to trigger the shutter on the camera **130** at a time of her choosing. The Take Photo user interface **600** is presented to the user. By selecting the button "Take Photo" **601**, the kiosk computer **120** engages the shutter of the camera **130**, and a picture of the user and others in the kiosk **100** is taken. In one embodiment, each picture taken by the user is sent by wired connection from the camera **130** to the kiosk computer **120** immediately upon the user taking the photo. In an alternative embodiment, the camera **130** sends all of the user's photos to the kiosk computer **120** upon completion of her session. In one embodiment, photos are received in the kiosk computer **120** and filters are applied to the photos by the kiosk computer **120**. A filter affects characteristics of a photo, such as contrast and color saturation. In another embodiment, each kiosk **100** has one filter applied to all photos taken in the kiosk **100**. The user may end her session in the kiosk **100** without taking any photos by selecting "Done" **602** as illustrated in FIG. **6**A.

The SPP application allows the user to take a plurality of pictures by presenting the user with the Take Another user interface **610** as illustrated in FIG. **6**B. By selecting the "Take Another" button **611**, the user may continue to take photos until the maximum number of photos per session is reached. The Take Another user interface **610** displays the number of photos taken **612** relative to the maximum number of photos. The user may end the session by selecting "Done" **613** before reaching the maximum number of photos per session.

Upon reaching the maximum number of photos in its session, the user is presented with the Done screen **620** illustrated in FIG. **6**C showing that the maximum number of photos has been reached **622**. The user selects "Done" **621** to end the session.

Upon completion of the user's photo session, the photo kiosk computer **120** sends the photographs wirelessly to the mobile device **110**. As shown in FIG. **7**, the user is informed that the photo transfer is occurring **700** and is notified when it is successfully completed **710**. Alternatively, the photo kiosk computer **120** can send the photos to the user's account on the server **140**, either in conjunction with or in lieu of sending them directly to the user's device **110**.

As shown in FIGS. **8**A and **8**B, upon completion of the transfer of the photos to the user's mobile device **110**, the SPP application presents a Select to Share user interface **800**. Using this interface **800**, the user can select the photos to share through social media, email or the like. If the user does not wish to share any pictures, the user may select "None" **801**.

The user may choose photos to share by simply selecting the photos displayed in area **810**. A check mark **811** appears on each photo which has been chosen by the user for sharing. Choosing a photo which already has a check mark unselects the photo for sharing. The user then selects "Share" **812** to indicate that she has completed choosing photos for sharing.

FIGS. **9**A and **9**B depicts the process for choosing a mode for sharing photos. After having chosen "Share" **812**, a popup window **900** is presented to the user with choices **901** for sharing the photos, including social media, such as Facebook or Twitter, email, or the SPP stream. The SPP Stream is an archive of photos that people take using the application, and choose to share publicly on the server **140**. The user may select one of the choices **901** and select "Done" **902**. The SPP application presents a text window **910** and a keyboard interface **911** that allows the user to include text with her sharing of the photos. Upon completion of the text entry, the user selects "Done" **912**, which causes the mobile device **110** to share the photos by transmitting them **115** though the Internet to a server **140** so that they may be accessed by other users through the Internet, If the user

wishes to share the photos via particular social media network (e.g., Facebook™) The photos are downloaded from the server **140** and shared to social media from the user's device **110**. Passwords and user IDs for these social media, outlets are stored via the device's operating system (e.g., IOS for Apple™ iPhones™).

Referring now to FIGS. **10**A and **10**B, a user may use the SPP application to connect to a kiosk printer **150** wirelessly, such as through AirPort or other known wireless technology. In a preferred embodiment, the user's device **110** connects to the kiosk printer **150** through the kiosk computer **120**. The SPP application indicates when the mobile device **110** is attempting to connect **1000** to a kiosk printer **150** and when that connection is successful **1010**.

FIGS. **11**A and **11**B depict that upon connection to the kiosk printer **150**, the SPP application presents a Select to Print user interface **1100** so that the user may select the photos to print. If the user does not wish to print any photos, the user may select "Cancel" **1101**.

The user may choose photos to print by selecting the photos on the user interface **1110**. A check mark **1111** appears on each photo which has been chosen by the user to be printed. Choosing a photo which already has a check mark unselects the photo for printing. The user then selects "Next" **1112** to proceed to the next step.

As shown in FIGS. **12**A and **12**B, the user is presented with a Print Payment user interface **1200** in which the user is presented with the cost associated with printing the selected photos. In one embodiment, the user may enter his credit card information **1201** and select "Save Card" **1202** to save the credit card information. In another embodiment, the user may enter PayPal, debit card or other payment information.

Upon saving the credit card information, the user is presented with the Print user interface **1210** where the user may select "Print" **1211** to cause the photos to be transmitted wireless **116** to the printer **150** for printing.

FIG. **13** illustrates an exemplary embodiment of user device **110** and the kiosk computer **120**. Although the device **110** is preferably a user's mobile device, e.g., a mobile phone, and the kiosk computer **120** is stationary computer house d in the kiosk **100**, the basic components and operation are similar if not identical. As appreciated by those skilled the art, the user device **110** and the kiosk computer **120** can take many forms capable of operating the present invention. In a preferred embodiment the user device **110** is a mobile electronic device, and in an even more preferred embodiment device **110** is a mobile phone. Device **110** and computer **120** can include control circuitry **1300**, storage **1310**, memory **1320**, input/output ("I/O") circuitry **1330**, communications circuitry **1340**, and display **1350**. In some embodiments, one or more of the components of electronic device **110** and computer **120** can be combined or omitted, e.g., storage **1310** and memory **1320** may be combined. As appreciated by those skilled in the art, electronic device **110** and computer **120** can include other components not combined or included in those shown in FIG. **13**, e.g., a power supply such as a battery, an input mechanism, etc.

Electronic device **110** can include any suitable type of electronic device. For example, electronic device **110** can include a portable electronic device that the user may hold in his or her hand, such as a digital media player, a personal e-mail device, a personal data assistant ("PDA"), a cellular telephone, a handheld gaming device or a tablet device.

Control circuitry **1300** can include any processing circuitry or processor operative to control the operations and performance of electronic device **110** or computer **120**. For example, control circuitry **1300** can be used to run operating system applications, firmware applications, media playback applications, media editing applications, or any other application. Control circuitry **1300** can drive the display **1350** and process inputs received from a user interface, e.g., the display **1350** if it is a touch screen.

Storage **1310** can include, for example, one or more tangible computer storage mediums including a hard-drive, solid state drive, flash memory, permanent memory such as ROM, magnetic, optical, semiconductor, paper, or any other suitable type of storage component, or any combination thereof. Storage **1310** can store, for example, media content, e.g., digital photographs, data, e.g., software for implementing functions on electronic device **110** or computer **120**, firmware, user preference information data, e.g., content preferences, authentication information, e.g., libraries of data associated with authorized users, transaction information data, e.g., information such as credit card information, wireless connection information data, e.g., information that can enable electronic device **110** or computer **120** to establish a wireless connection), contact information data, e.g., telephone numbers and email addresses, calendar information data, and any other suitable data or any combination thereof. The instructions for implementing the functions of the present invention may, as non-limiting examples, comprise non transient software and/or scripts stored in the computer-readable media **1310**.

Memory **1320** can include cache memory, semi-permanent memory such as RAM, and/or one or more different types of memory used for temporarily storing data. In some embodiments, memory **1320** can also be used for storing non transient data used to operate software applications, or any other type of data that can be stored in storage **1310**. In some embodiments, memory **1320** and storage **1310** can be combined as a single storage medium.

I/O circuitry **1330** can be operative to convert, and encode/decode, if necessary analog signals and other signals into digital data. In some embodiments, I/O circuitry **1330** can also convert digital data into any other type of signal, and vice-versa. For example, I/O circuitry **1330** can receive and convert physical contact inputs, e.g., from a multi-touch screen, i.e., display **1350**, physical movements, e.g., from a mouse or sensor, analog audio signals, e.g., from a microphone, or any other input. The digital data can be provided to and received from control circuitry **1300**, storage **1310**, and memory **1320**, or any other component of electronic device **110**. Although I/O circuitry **1330** is illustrated in FIG. **13** as a single component of electronic device **130** or computer **120**, several instances of I/O circuitry **1330** can be included in electronic device **110** or computer **120**.

Electronic device **110** and or computer **120** can include any suitable interface or component for allowing a user to provide inputs to I/O circuitry **1330**. For example, electronic device **110** cart include any suitable input mechanism, such as a button, keypad, dial, a click wheel, or a touch screen, e.g., display **1350**. In some embodiments, electronic device **110** or computer **120** can include a capacitive sensing mechanism, or a multi-touch capacitive sensing mechanism.

In some embodiments, electronic device **110** or computer **120** can include specialized output circuitry associated with output devices such as, for example, one or more audio outputs. The audio output can include one or more speakers, e.g., mono or stereo speakers, built into electronic device **110**, or an audio component that is remotely coupled to electronic device **110** or computer **120**, e.g., a headset, headphones or earbuds that can be coupled to device **110** or computer **120** with a wire or wirelessly.

Display **1350** includes the display and display circuitry for providing a display visible to the user. For example, the display circuitry can include a screen, e.g., an LCD screen, that is incorporated in electronic device **110** or computer **120**. In some embodiments, the display circuitry can include a coder/decoder (Codec) to convert digital media data into analog signals. For example, the display circuitry or other appropriate circuitry within electronic device **110** or computer **120** can include video Codecs, audio Codecs, or any other suitable type of Codec.

The display circuitry also can include display driver circuitry, circuitry for driving display drivers, or both. The display circuitry cart be operative to display content, e.g., media playback information, application screens for applications implemented on the electronic device **110** or computer **120**, information regarding ongoing communications operations, information regarding incoming communications requests, or device operation screens, under the direction of control circuitry **1300**. Alternatively, the display circuitry can be operative to provide instructions to a remote display.

Communications circuitry **1340** can include any suitable communications circuitry operative to connect to a communications network and to transmit communications, e.g., data from electronic device **110** or computer **120** to other devices within the communications network. Communications circuitry **1340** can be operative to interface with the communications network using any suitable communications protocol such as, for example, e.g., a 802.11 protocol, Bluetooth, radio frequency systems, e.g., 900 MHz, 1.4 GHz, and 5.6 GHz communication systems, infrared, GSM, GSM plus EDGE, CDMA, quadband, and other cellular protocols, VOIP, or any other suitable protocol.

Electronic device **110** or computer **120** can include one more instances of communications circuitry **1340** for simultaneously performing several communications operations using different communications networks, although only one is shown in FIG. **13** to avoid overcomplicating the drawing. For example, electronic device **110** or computer **120** can include a first instance of communications circuitry **1340** for communicating over a cellular network, and a second instance of communications circuitry **1340** for communicating over Wi-Fi or using Bluetooth. In some embodiments, the same instance of communications circuitry **1340** can be operative to provide for communications over several communications networks.

In some embodiments, electronic device **110** or computer **120** can be coupled to a host device such as server **140** for data transfers, synching the communications device, software or firmware updates, or performing any other suitable operation that can require electronic device **110** or computer **120** to be coupled to a host device.

Although the present invention has been described in relation to particular embodiments thereof, many other variations and other uses will be apparent to those skilled in the art, it is preferred, therefore, that the present invention be limited not by the specific disclosure herein, but only by the gist and scope of the disclosure.

What is claimed is:

1. A method for controlling a photo kiosk to capture and distribute self-portrait digital photographs comprising:

a) establishing a wireless connection between a computer in the photo kiosk and a mobile device;

b) receiving, by the computer, a user instruction from the mobile device to take a self-portrait digital photograph when the user is positioned in front of a camera in the photo kiosk;

c) transmitting a shutter instruction from the computer to the camera;

d) activating a shutter in the camera in response to receipt of the shutter instruction, thereby taking a self-portrait digital photograph;

e) transmitting the self-portrait digital photograph from the camera to the computer;

f) transmitting the self-portrait digital photograph from the computer to a central server;

g) storing the self-portrait digital photograph on the central server;

h) allowing public access to the self-portrait digital photograph stored on the central server; and

i) transmitting the self-portrait digital photograph from the central server to the mobile device.

2. The method of claim **1**, further comprising filtering the self-portrait digital photograph in the computer.

3. The method of claim **1**, determining an order in which a plurality of mobile devices can use the photo kiosk and transmitting that order to respective mobile devices.

4. The method of claim **1**, further comprising:

establishing an account on the central server for the user of the mobile device; and

wherein the act of storing the self-portrait digital photograph further comprises storing the self-portrait digital photograph in association with the user's account.

5. The method of claim **4**, wherein the act of allowing public access further comprises:

allowing public access to the self-portrait digital photograph stored in association with the user's account.

6. The method of claim **1**, further comprising repeating steps b)-i) for a plurality of self-portrait digital photographs.

7. The method of claim **6**, further comprising:

viewing the plurality of self-portrait digital photographs on the mobile device;

selecting at least one of the self-portrait digital photographs; and

transmitting the selected self-portrait digital photograph to a different electronic device.

8. The method of claim **7**, wherein the act of transmitting the selected self-portrait digital photograph to a different electronic device further comprises transmitting the selected self-portrait digital photograph by email.

9. The method of claim **7**, wherein the act of transmitting the selected self-portrait digital photograph to a different electronic device further comprises transmitting the selected self-portrait digital photograph by a social network.

10. A photo kiosk system for taking and distributing self-portrait digital photographs comprising:

a memory that includes instructions for operating the photo kiosk;

a camera having a shutter; and

control circuitry coupled to the memory and coupled to the camera, the control circuitry capable of executing the instructions and is operable to at least:

a) establish a wireless connection between the control circuitry and a mobile device;

b) receive, by the control circuitry, a user instruction from the mobile device to take a self-portrait digital photograph when the user is positioned in front of a camera in the photo kiosk;

c) transmitting a shutter instruction from the control circuitry to the camera;

d) activate the shutter in the camera in response to receipt of the shutter instruction, thereby taking a self-portrait digital photograph;

e) transmit the self-portrait digital photograph from the camera to the control circuitry; and

f) transmit the self-portrait digital photograph from the control circuitry to the mobile device.

11. The system of claim **10**, wherein the control circuitry is further operable to filter the self-portrait digital photograph.

12. The system of claim **10**, wherein the control circuitry is further operable to determine an order in which a plurality of mobile devices can use the photo kiosk and transmitting that order to respective mobile devices.

13. The system of claim **10**, wherein the control circuitry is further operable to repeat steps b)-f) for a plurality of self-portrait digital photographs.

14. The system of claim **10** further comprising a server wirelessly coupled to the control circuitry and the mobile device, wherein the act of transmitting the self-portrait digital photograph from the control circuitry to the mobile device further comprises transmitting the self-portrait digital photograph from the control circuitry to the server, and transmitting the self-portrait digital photograph from the server to the mobile device.

15. A non-transitory computer-readable medium comprising a plurality of instructions that, when executed by a mobile device, at least cause the mobile device to:

a) establish a wireless connection between the mobile device and a photo kiosk;

b) receive a user instruction on the mobile device to take a self-portrait digital photograph when the user is positioned in front of a camera in the photo kiosk

c) transmit a shutter instruction from the mobile device to the photo kiosk, wherein the shutter instruction activates a shutter in a camera in the photo kiosk, thereby taking a self-portrait digital photograph; and

d) receive and store the self-portrait digital photograph from the photo kiosk.

16. The non-transitory computer-readable medium of claim **15**, wherein the instructions further cause the mobile device to repeat steps b)-d) for a plurality of self-portrait digital photographs.

17. The non-transitory computer-readable medium of claim **15**, wherein the instructions further cause the mobile device to:

display the plurality of self-portrait digital photographs on the mobile device;

receive a selection of at least one of the self-portrait digital photographs; and

transmit the selected self-portrait digital photograph to a different electronic device.

18. The non-transitory computer-readable medium of claim **17**, wherein the instructions cause the mobile device to transmit the selected self-portrait digital photograph by email.

19. The non-transitory computer-readable medium of claim **17**, wherein the instructions cause the mobile device to transmit the selected self-portrait digital photograph by a social network.

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